

ARIZONA FUTURE PROBLEM SOLVING INC.

2004 ~ 2005

Opening doors to student imagination since its founding by Dr. E. Paul Torrance in 1974, the Future Problem Solving Program offers new and exciting learning paths. When they participate in Future Problem Solving, students discover rich and varied ways of thinking, experience the excitement of creativity, and develop unique solutions to difficult challenges.

*Future Problem Solving teaches
students
how to think, not what to think.*

The Future Problem Solving Program (FPSP):

- is student centered and action oriented.
- prepares students for constructing a positive future.
- applies across the academic curriculum and within different disciplines.
- involves teaching and learning of processes.
- provides opportunities for students to apply process tools and methods to real life problems.
- holds a commitment to continuous improvement and innovation.
- incorporates Arizona Education Standards.

The FPSP six-step creative problem-solving model serves as the foundation for building dynamic thinking processes.

- 1. Identify challenges related to the topic or future scene.*
- 2. Select an underlying problem.*
- 3. Produce solution ideas to the underlying problem.*
- 4. Generate and select criteria to evaluate solution ideas.*
- 5. Evaluate solution ideas to determine a "best" solution.*
- 6. Develop an action plan.*

Participation

Participation begins with the training of a school-approved coach who will manage the program. Coaches may be teachers, parents, or volunteers from the community. Coaches receive training by attending an AZFPS sponsored workshop. School systems may request on-site training for eight or more participants. Workshops are conducted by the Affiliate Directors or FPS trainers. A workshop

fee is charged. Any district or organization registering three or more teams must provide an evaluator.

ARIZONA FUTURE PROBLEM SOLVING, INC.

Preparing Today's Students for Tomorrow

PROGRAM COMPONENTS

**Each component incorporates Arizona State Standards.
Evaluation includes feedback for continuous improvement.**

Future Problem Solving (FPS) Competitive

Team/Individual

Grades 4 -12

FPS students first learn the creative problem solving process through practice problems. Next the teams/individuals complete an Affiliate Bowl qualifying problem. The top competitors in each division are invited to participate in the Affiliate Bowl in April.* The first place team/individual in each division may represent Arizona at the International Conference at the University of Kentucky in June 2005.

Fees: \$90 per team, includes two evaluations.

*\$50 additional fee per team participating in the April Affiliate Bowl

\$65 per individual, includes two evaluations

*\$20 per individual participating in the April Affiliate Bowl

Community Problem Solving (CmPS)

Team/Individual

Grades 4 -12

CmPS focuses on real community problems. A community problem may be identified within the school, local, state, national, or even worldwide community. After selecting a problem situation, students use the FPS process to reach a solution, develop a plan to carry out the solution, and take action! AZFPS provides guidance and evaluation. Winning teams in each division may qualify for the International Conference at the University of Kentucky in June 2005

Fees: \$65 per team. Includes guidance and evaluation.

Scenario Writing

Individual

Grades 4 - 12

Scenario Writing offers individual students an opportunity to exercise their creative writing skills. Using one of the five FPSP topics, students develop and polish their creative writing techniques while following the scenario writing format. FPSP scenarios are limited to 1500 words and must be placed 20 years in the future.

Fees: \$65 per Scenario Entry. Includes two evaluations

Action-based Problem Solving (AbPS) Non-competitive

Primary Level, Grades K - 3

Upper Levels, Grades 3 - 8

AbPS is problem solving for the whole classroom. The classroom teacher chooses areas of concern from the current AbPS list and incorporates the issues into the classroom curriculum by using the AbPS model.

Fees: \$65 per team. Includes two evaluations, one each semester

Contact AZFPS Directors about the FPS Components

Jennine Jackson
4708 N. Calle Lampara
Tucson, AZ 85718
(H) 520.299.8865

Phyllis MacDonald
10700 N. La Reserve Dr. #1101
Oro Valley, AZ 85737
(H) 520.797.1471

Lawson Donald
1631 E. Glencove
Mesa, AZ 85203
(H) 480.461.0813

Linda Casey
7713 E. Wilshire Dr.
Scottsdale, AZ 85257
(H) 480.941.0137

(FAX) 520.299.8865 (FAX) 520.742.0300 (W) 480.833.4700
jejackso@comcast.net phylmac2@earthlink.net 3donald@msn.com tnlcasey@aol.com

ARIZONA FUTURE PROBLEM SOLVING, INC.

INTERNATIONAL CONFERENCE WINNERS

2nd Place Junior Division CmPS, Project HOPE

Blue Ridge Middle School, Lakeside-Pinetop

2nd Place Middle Division CmPS, Project BRIDGES

W. Sedona School, Sedona

2nd Place Middle Division, Scenario Writing Onsite Competition

Tiffany Lee-Chan, Cross Middle School, Tucson

3rd Place Senior Division Alternates Competition

Sabrina Wiley, Southern Arizona Community Academy, Tucson

ORDER SUPPORT MATERIALS

Future Problem Solving Program

PO Box 23720

Lexington, KY 40523-3720

1-800-256-1499

www.fpsp.org FPSolve@aol.com

AVAILABLE NOW

2004-2005 READINGS, RESEARCH AND RESOURCES

COACH'S HANDBOOK

CmPS HANDBOOK

STUDENT WORKBOOK

SCENARIO WRITING GUIDE

CURRICULUM/TOPIC ACTIVITY UNITS

Arizona Future Problem Solving

4708 N. Calle Lampara

Tucson, AZ 85718

2004-2005 Calendar

STATEWIDE TRAINING

For Coaches, Teachers, Evaluators, or Parents

Coaches' Training

Integrate Future Problem Solving into your Educational Program

Beginners are most welcome.

Experienced coaches will learn new ideas and tips from the international program.

Saturday, Sept. 11, 2004

Coconino Room, ASU, Memorial Union, Tempe

Sat., Sept. 25, 2004

Tucson – Site TBA

Evaluation/Evaluator Training

Learn Evaluation Skills to Build Effective Coaching and Teaching Practices

For new and experienced evaluators

Saturday, October 16 2004

Apache Room, ASU Memorial Union, Tempe

Spring Coaches' Training

Ask Questions, Share Stories, Build Strategies

New and experienced coaches will:

- Build confidence in FPS skills
- Learn tools to integrate problem solving into regular curriculum

March 2005 – Site TBA

Design Your Own Training

Meet the needs of your District, School, or Organization

Dates and locations for additional trainings

may be arranged at the request of coaches or districts

COMPETITION DATES

Topic Competition

Practice Problem 1 – Hand carry to
Evaluation/Evaluator Training

Saturday, October 9, 2004

ASU Memorial Union, Tempe

Practice Problem 2 – Mail to arrive in Tucson by Wednesday, November 17, 2004
or hand carry to **Evaluation Session**

Saturday, November 20, 2004

ASU Memorial Union, Tempe

Qualifying Problem- Mail to arrive in Tucson by Monday, February 14, 2004

Evaluation/Evaluator Training

Saturday, February 19, 2005

ASU Memorial Union, Tempe

Affiliate Bowl

Saturday, April 23, 2005

ASU, Tempe

International Conference

June 2-5, 2005

University of Kentucky, Lexington, KY

Community Problem Solving

Registration December 15, 2004

Project Draft February 4, 2005

Final Submission: March 10, 2005

Scenario Writing

Practice Scenario October 20, 2004
returned, November 30, 2004

Final Scenario February 9, 2005

Action-Based Problem Solving

First semester problem before Jan. 15, 2005

Second semester problem before May 6, 2005

AbPS Topics (choose 1 per semester)

Water Food Supply

Oceans* Agriculture

Pet Overpopulation *Junior /Middle

FPS TOPICS

	2004-2005	2005-2006
Practice Problems	Entertainment	Climate Change/Climate Threats
	Terrorism/security	Freedom of Speech
Qualifying Problem	21 st Century Agriculture	Nutrition
Affiliate Bowl	Depletion of Ocean Species	Healthcare Access
International Conference		Business Crime
		Redistribution of Wealth